Abstract

The invention consists of a method, apparatus, and data structure that allows a player remotely located from wagering devices, such as slot machines, video lottery terminals (VLTs), etc., to make wagers on the wagering devices using funds on deposit in an account. The remote player may establish a communication link to the location where the wagering devices are housed through a remote-access service. After authentication of the player's identity, the player may be provided with a menu of available wagering devices. A wagering device computer network server, preferably coupled to video cameras, may transmit the image of the selected wagering device, or as appropriate, the video output of the wagering device, through telecommunications media, to the player. A pop-up control panel on the player's remote viewing system may provide graphical representations of the game play inputs of the actual wagering device, as well as a graphical display of current funds on account. The player may deposit money from an account directly into the wagering device via software controlled by icons in the pop-up control panel. The player then operates the selected device remotely through the graphical representations of the game play inputs in the pop-up control panel. Game play proceeds as per the attributes of the wagering device. Game play records and accounting may be kept on the wagering device, and the wagering device network server. The status of the player's current amount of money on deposit in the wagering device may be displayed on the device and transmitted to the player's remote viewing system in the video broadcast process. Upon conclusion of the gaming session, any money remaining on deposit in the wagering device may be transferred to the player's account.